

“MechAssault”

Fact Sheet Spring 2002

What:	“MechAssault™”
Publisher:	Microsoft® Game Studios
Developer:	Day 1 Studios
Format:	DVD for the Xbox™ video game system
Pricing:	\$49.99 (U.S.) estimated retail price
Availability:	November 2002

Product

Overview: “MechAssault” lets players pilot the most powerful weapons available in the 31st century, a 40-foot-tall walking tank known as a BattleMech, or ’Mech. In this third-person action/shooter game, environments are not only fully destructible, they’re the weapons. Players choose from a dozen ’Mechs — ranging from quick 30-tonners to huge 100-ton beasts — which they configure and optimize to crush their opponents. Gamers can challenge themselves with 20 single-player missions as they prepare for the ultimate multiplayer online experience.

- Features:**
- **Massive destruction on a whole new level.** Every structure, bridge, tower and bus in “MechAssault” is fully destructible. Players can blow away everything in the world bit by bit. Blasting the side of a building exposes rebar, hanging insulation and even enemy snipers! Players even can use the environment against their foes. If they’re running low on ammo, they can drop a 20-story building on the infantry and save the firepower for the big guys.
 - **A dozen devastating walking tanks.** To pilot the most awesome piece of military machinery ever created, players choose from a dozen unique and formidable BattleMechs, each with enough firepower to level a city — literally.
 - **Online and split-screen multiplayer.** “MechAssault” will ship with complete Xbox online and split-screen multiplayer capabilities, so gamers can battle friends or enemies over the Internet, taunting the competition or strategizing with a teammate using full voice communication. (Broadband gaming scheduled to go live summer 2002.)

- **Midmission ’Mech upgrades.** Pre-mission BattleMech configuration and mid-mission weapon upgrades allow players to customize the ’Mech chassis to suit their style or mood. They can swap out weapons, outfit their ’Mech with Jump Jets or maximize armor — the choice is theirs.
- **Amazing special effects.** Intense, jaw-dropping weapon and damage effects all but demand that the player fire a weapon just to see the effect on the environment. Lasers light up the sky, Particle Projection Cannons electrocute opponents, and magnetically accelerated slugs from the Gauss Rifle are a sight to behold.
- **Dynamic mission-based gameplay.** Gamers are given their military objectives by operatives on the ground and must figure out the best way to accomplish them. Players hit the ground running and enjoy the unexpected events turn routine missions into chaotic all-out frag fests.
- **Epic BattleTech storyline.** Engaging heroic characters and stories draw upon the rich 15-year BattleTech history. For example, gamers can play as fierce Wolf Dragoon mercenaries and lay the “smackdown” on some unsuspecting pirates.
- **Cinematic storytelling.** A mission-based storyline punctuated with cinematic scenes provides key game information and clues, and heightens the drama and importance of events.
- **Awesome audio.** “MechAssault” features extensive voice messaging and themed interactive music changes that reflect and drive the pace of the current in-game situation, as well as audio that reflects the current and constantly changing state of events. The audio experience is heightened by the use of Dolby Digital 5.1 surround sound.

Developer Information:

Day 1 Studios is an independent developer dedicated to the craft of creating revolutionary, interactive entertainment through superior design, artistic and technical processes. Day 1 Studios is currently developing “MechAssault” for Microsoft Corp. This BattleTech action game will be available only on Xbox. With a heritage spawned from premier development houses, Day 1 operates studios in Chicago and Hunt Valley.

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